

[illegible]

1. A method in a data processing system for statically initializing an array, comprising the steps of:

```
receiving the class file into a preloader;
```

storing into an output file an instruction requesting the static initialization of the array;

and

interpreting the instruction by a virtual machine to perform the static initialization of the array.

2. The method of claim 1 wherein the storing step includes step of:

storing a constant pool entry into the constant pool.

3. The method of claim 1 wherein the play executing step includes the steps of:

allocating a stack;

reading a byte code from the `clinit` method that manipulates the stack; and

performing the stack manipulation on the allocated stack.

- [illegible]

6. A method in a data processing system, comprising the steps of:
- receiving code to be run on a processing component to perform an operation;
- play executing the code without running the code on the processing component to identify the operation if the code were run by the processing component; and
- creating an instruction for the processing component to perform the operation.
7. The method of claim 6 wherein the operation initializes a data structure, and wherein the play executing step includes the step of:
- play executing the code to identify the initialization of the data structure.
8. The method of claim 6 wherein the operation statically initializes an array and wherein the play executing step includes the step of:
- play executing the code to identify the static initialization of the array.
9. The method of claim 6 further including the step of:
- running the created instruction on the processing component to perform the operation.
10. The method of claim 6 further including the step of:
- interpreting the created instruction by a virtual machine to perform the operation.

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11. The method of claim 6 wherein the operation has an effect on memory, and wherein the play executing step includes the step of:

play executing the code to identify the effect on the memory.

[illegible]

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18. A computer-readable medium containing instructions for controlling a data processing system to perform a method, comprising the steps of:

receiving code to be run on a processing component to perform an operation;
simulating execution of the code without running the code on the processing component to identify the operation if the code were run by the processing component; and
creating an instruction for the processing component to perform the operation.

19. The computer-readable medium of claim 18 wherein the operation initializes a data structure, and wherein the simulating step includes the step of:

simulating execution of the code to identify the initialization of the data structure.

20. The computer-readable medium of claim 18 wherein the operation statically initializes an array and wherein the simulating step includes the step of:

simulating execution of the code to identify the static initialization of the array.

21. The computer-readable medium of claim 18 further including the step of:

running the created instruction on the processing component to perform the operation.

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22. The computer-readable medium of claim 18 further including the step of:
interpreting the created instruction by a virtual machine to perform the operation.

23. The computer-readable medium of claim 18 wherein the operation has an effect on memory, and wherein the simulating step includes the step of:

simulating execution of the code to identify the effect on the memory.

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